

COOL GIFTS! LEGO® MINIFIGURE + Z-BLOB



DREAMZZZ™

**BRAND-NEW
MAGAZINE!**

**2 AWESOME
LEGO® TOYS!**



**MATEO +
Z-BLOB ROBO!**

18

**MEGA
LEGO®
PRIZES!**



TIME FOR HEROES!

**HELP MATEO & IZZIE DEFEAT
THE NIGHTMARE KING**



**THE SECRETS OF
THE NIGHTMARE KING!**

IMMEDIATE
MEDIA

ISSUE 1 £4.50



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**EPIC
POSTERS!**



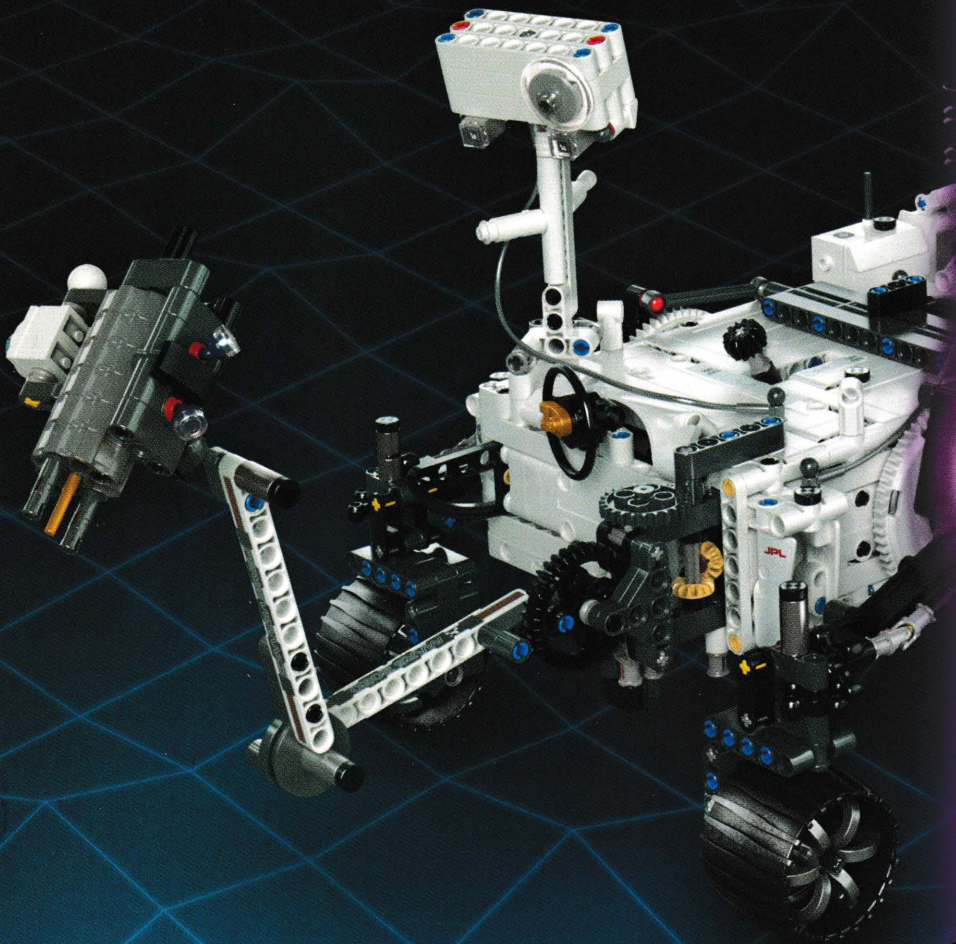
Warning!
Choking hazard.
Small parts.



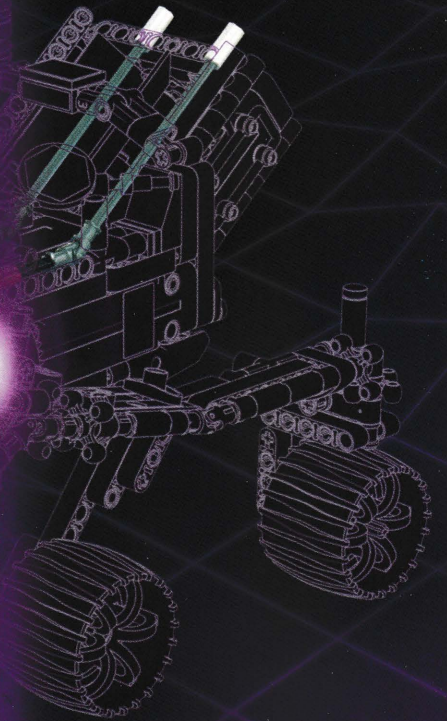
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MADE FOR NEXT LEVEL BUILDERS



BUILD FOR REAL



42158



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WAKE UP!

THE DREAM WORLD IS BEING THREATENED BY DESPICABLE NIGHTMARES. GET READY FOR EXCITING COMICS, CHALLENGING PUZZLES AND FRESH FACTS. LET'S DO IT!

FIND OUT ABOUT THESE DREAM WORLD VILLAINS!

INSIDE:

- 4 Comic part 1
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GET IN TOUCH

Have any questions, requests or suggestions? Then write to us - we would love to hear from you!

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London W6 7BT

Or email us at
LEGO.DREAMZzz@immediate.co.uk

HAD A BAD DREAM?

These Dream Bridges do not lead to other Dream Realms, they lead to sections of this magazine. Find out which pages are seen below and enter the correct page numbers.

DREAM BRIDGE B:

DREAM BRIDGE A:

DREAM BRIDGE C:

ANSWER: A = 25, B = 22, C = 31

DREAM CRAFT

You'll find tasks throughout the magazine. They invite you to use your LEGO® bricks in a creative way. Unlock the power of your imagination and stop the nightmares!

IN THE COMIC ON THE NEXT PAGE, THE DREAM CHASERS GET A RUDE AWAKENING.

BRAVE ENOUGH?

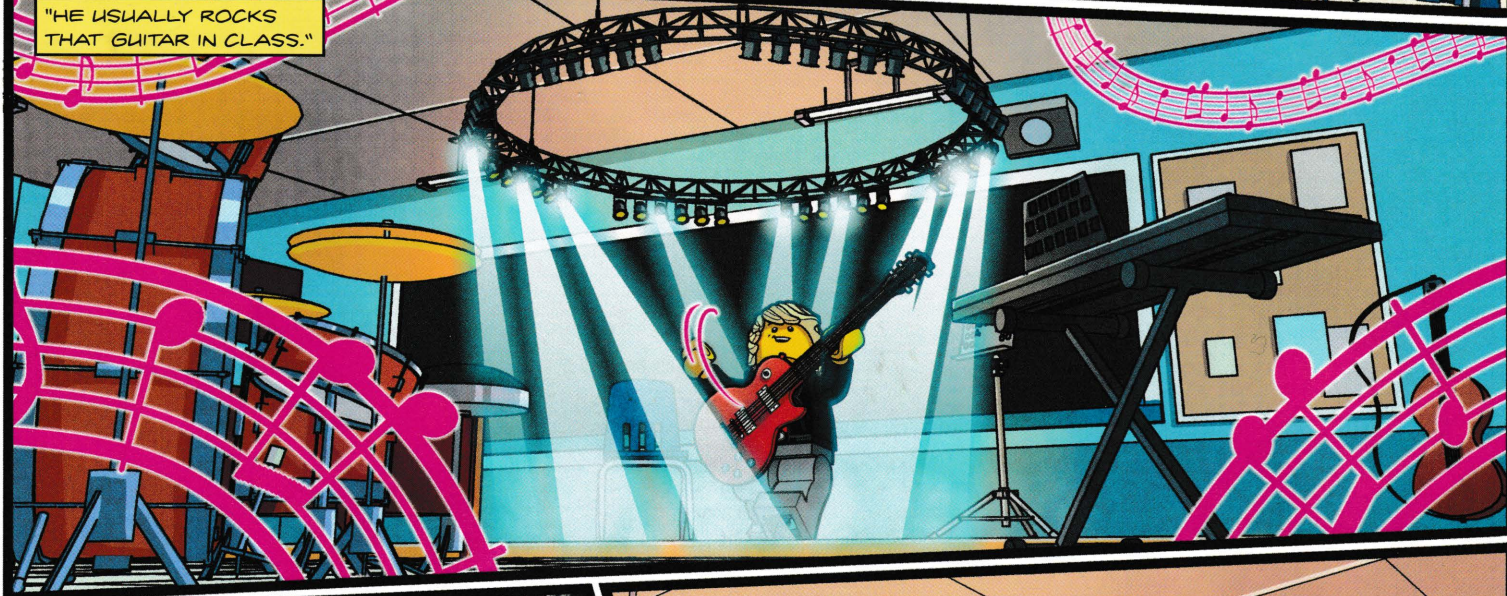
SYMPHONY OF THE NIGHTMARE!

IN THE NORMAL WAKING WORLD, THE DREAM CHASERS ARE SURVIVING YET ANOTHER HECTIC AND NOISY MUSIC CLASS.

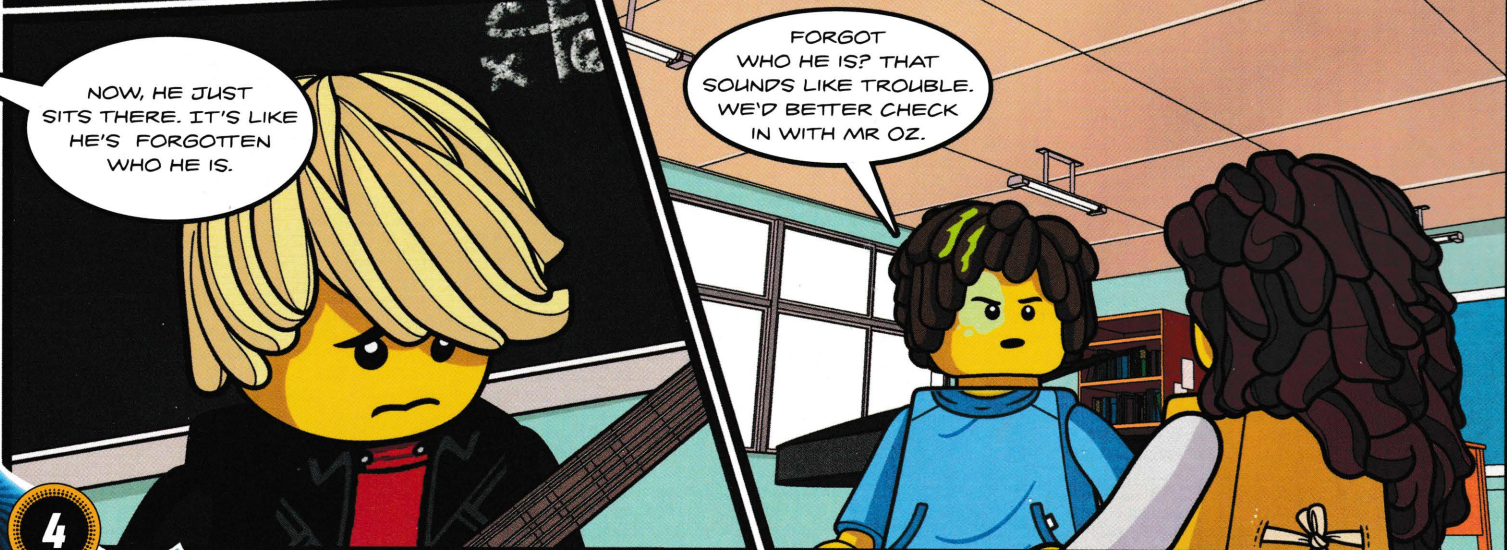


Author: Jan Dinter, Script: Gary Chudleigh
Illustrations: InkBubble Studios
(Pencils & Ink: Virgilio D'Ambrosio, Colours: Marco Pelandra)

"HE USUALLY ROCKS THAT GUITAR IN CLASS."



NOW, HE JUST SITS THERE. IT'S LIKE HE'S FORGOTTEN WHO HE IS.



LATER, AT THE NIGHT BUREAU.

HOW CAN I HELP YOU TWO?

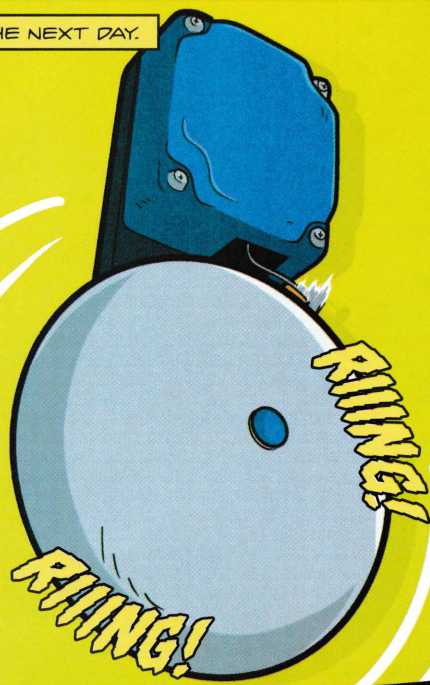
IT'S OUR FRIEND AT SCHOOL. HE'S A MUSICAL GENIUS AND BARELY STRUMS HIS GUITAR ANYMORE.

YEAH, HE'S GONE FROM BEING THE LIFE OF THE PARTY TO MOURNING HIS DOG. COULD IT BE TO DO WITH THE NIGHTMARE KING?

YES. THOSE WHO HAVE HAD THEIR TALENTS STOLEN BY THE NIGHTMARE KING OFTEN FORGET WHO THEY ARE.

HE MAY JUST BE GOING THROUGH A SAD SPELL, BUT IT'S WORTH INVESTIGATING. GO TO HIS DREAM WORLD AND SEE WHAT'S GOING ON.

THE NEXT DAY.



ARE YOU SURE THIS IS OKAY, GUYS? TO FOLLOW HIM HOME?

IT'S OUR ONLY SHOT TO HELP HIM.

JUST ACT NATURAL, EVERYONE. WE'RE JUST GOING FOR A WALK.

SO, GUYS, HOW ABOUT THOSE TRAINS?

TALKING ABOUT TRAINS ISN'T NATURAL!

YEAH, IT IS!

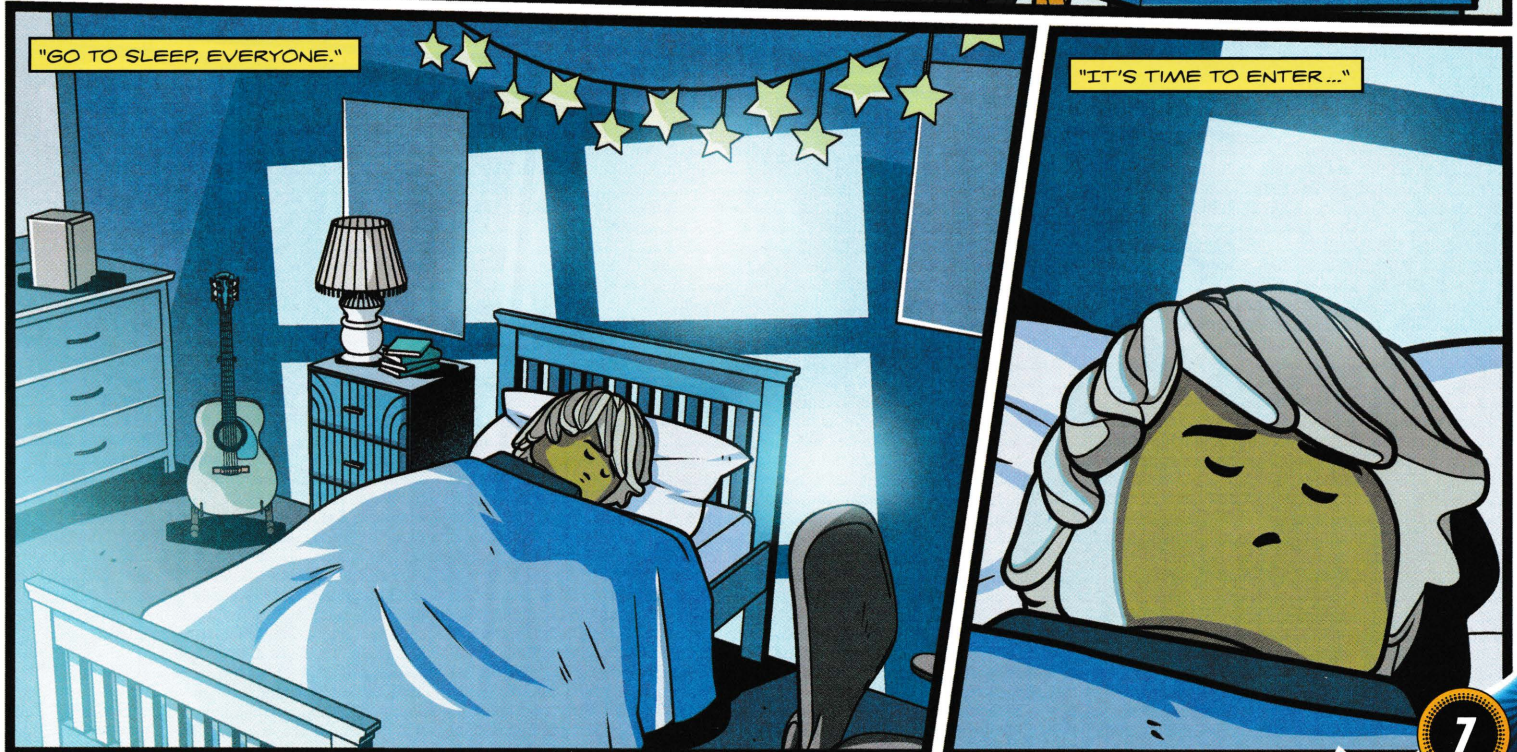
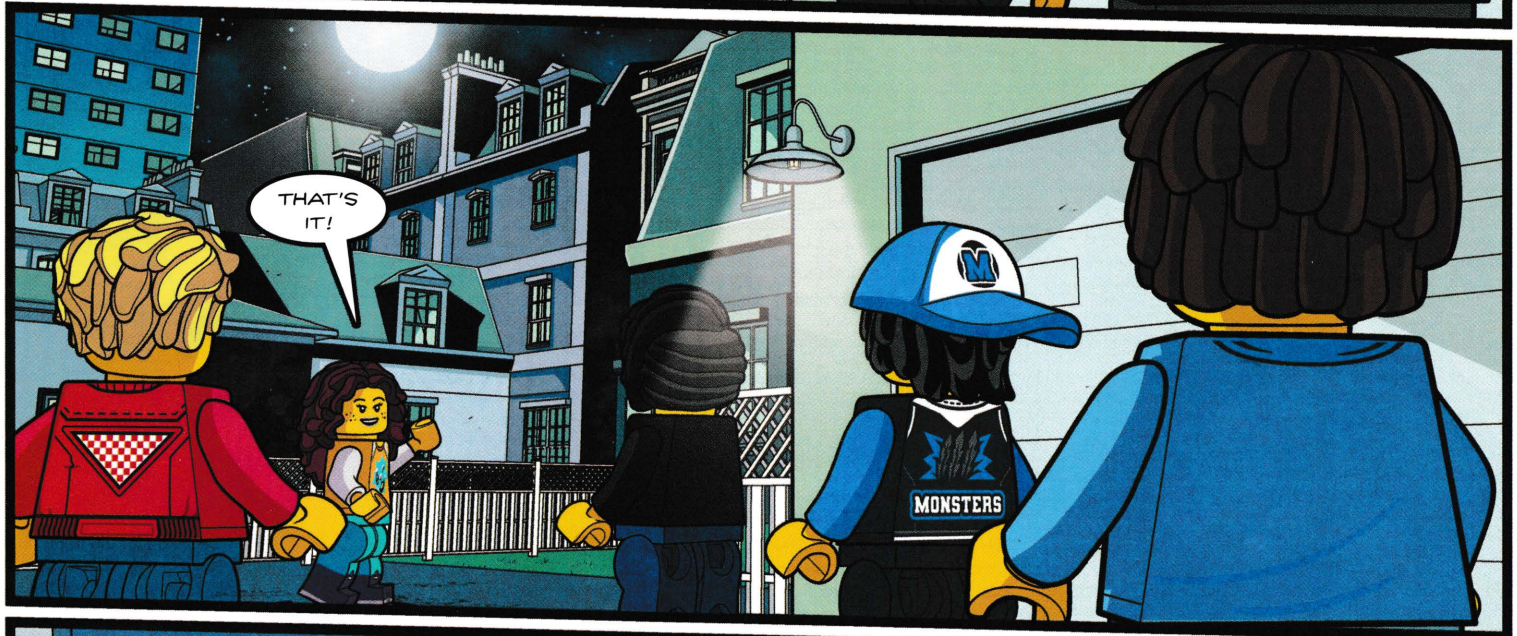
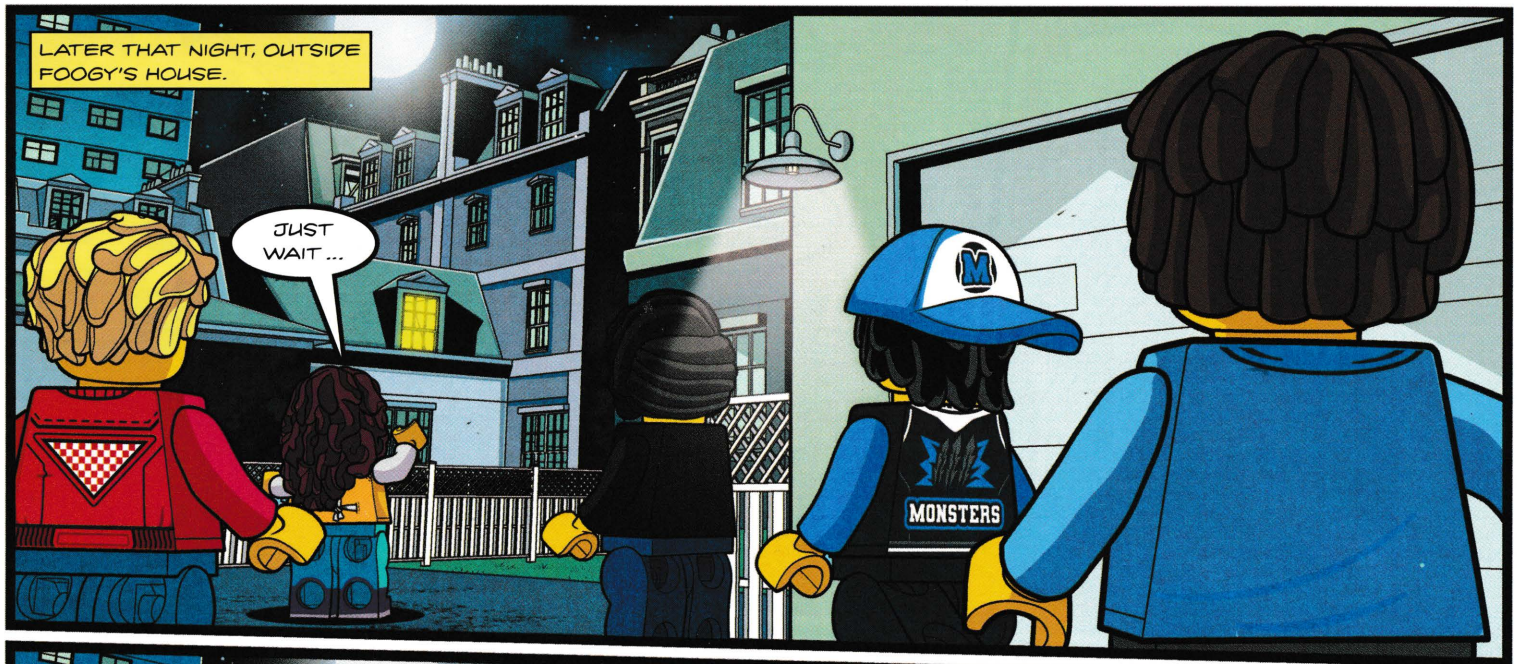
CAN I HELP YOU GUYS?

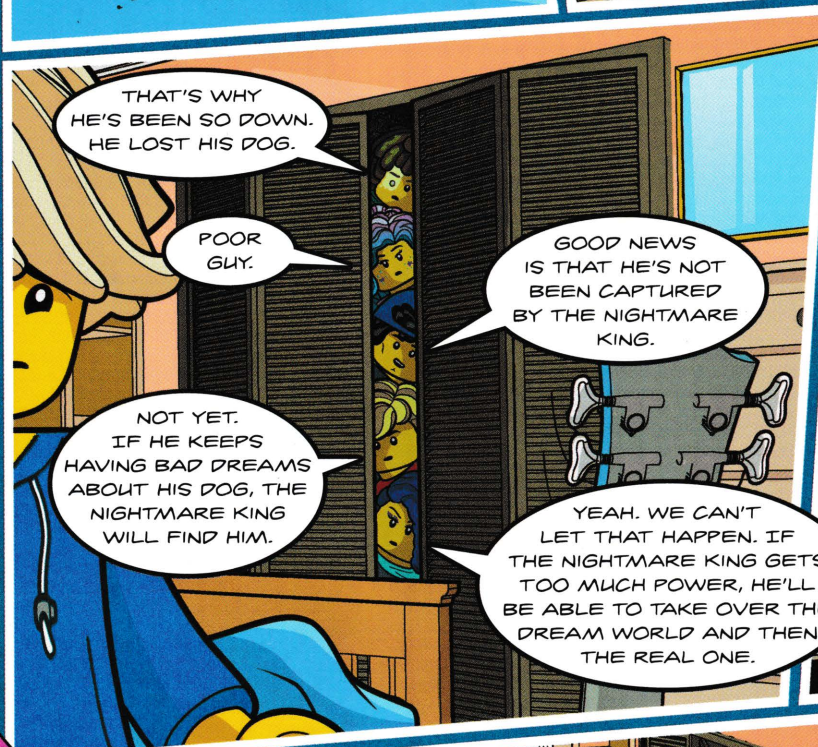
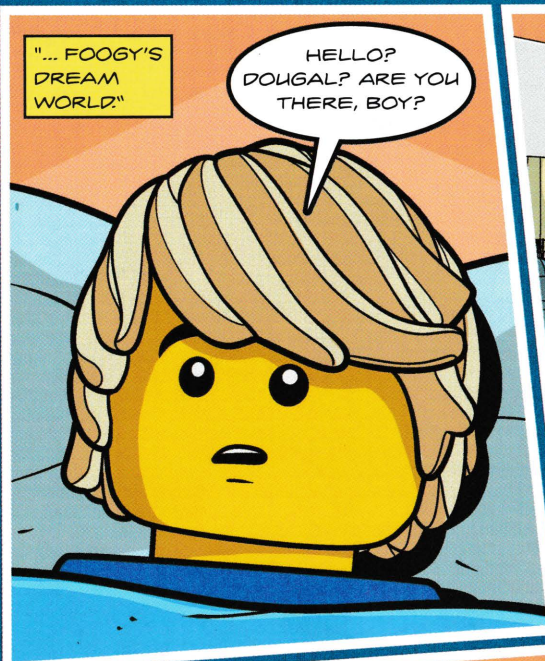
US? NO! WE'RE JUST SHOOTING THE BREEZE.

WHAT DOES SHOOTING THE BREEZE MEAN?

IT MEANS, YOU KNOW, HANGING AROUND THAT'S WHAT MY DAD SAYS!

THEY'RE WEIRD





Now it's your turn to activate your **creativity** and invent your very own **dream creature**. Grab your pens, crayons, stickers or whatever you can find and **dream big!**

YOUR OWN DREAM CREATURE!



NAME:

POWERS:

INVENTED BY:

INVENT
ME A CREATURE
TO GO ON AN
ADVENTURE
WITH!

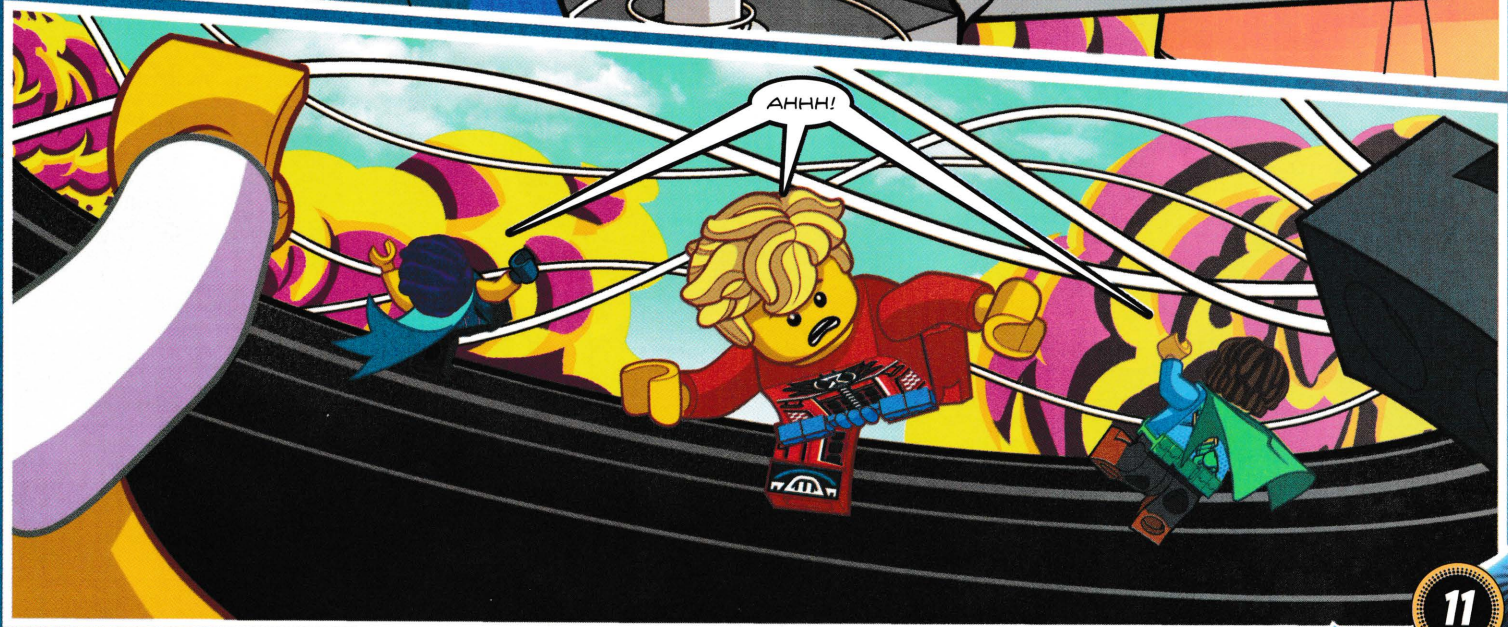
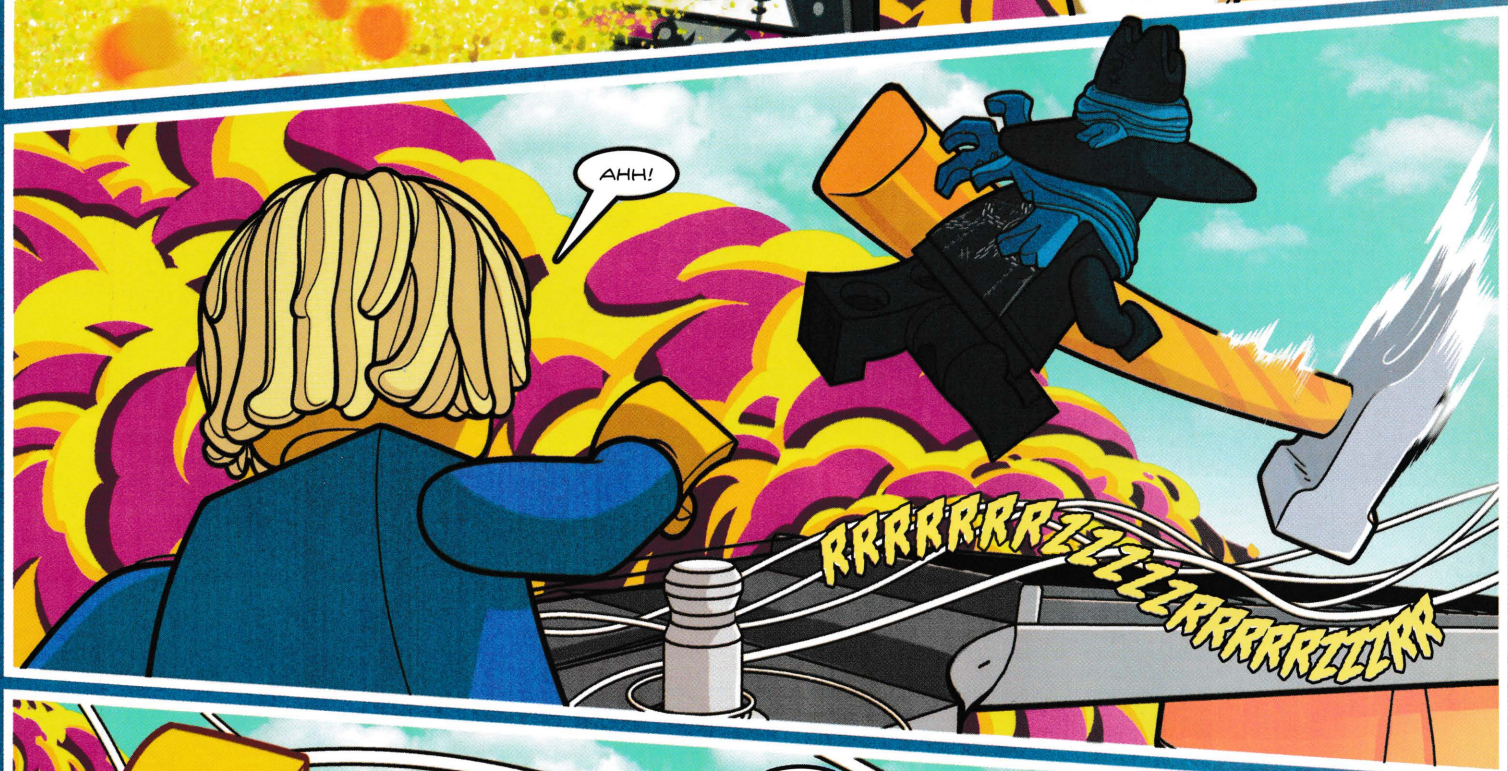


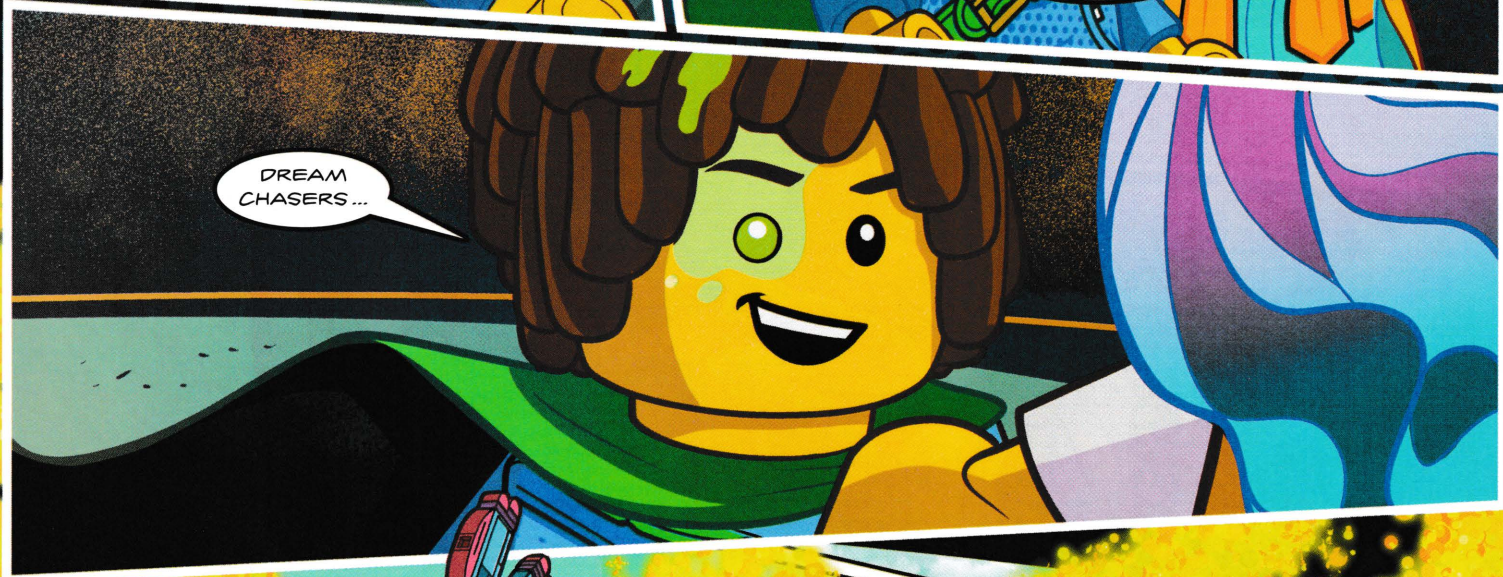
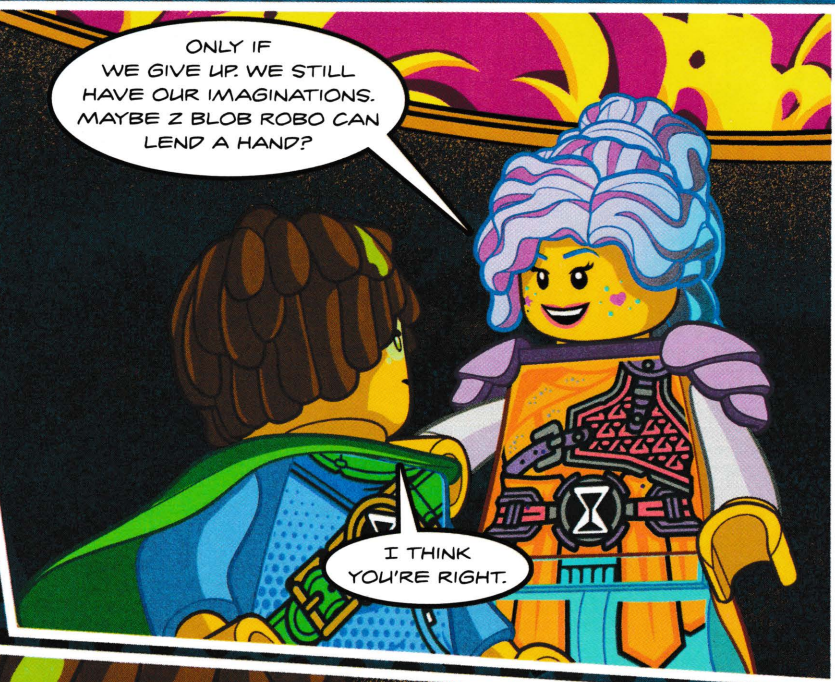
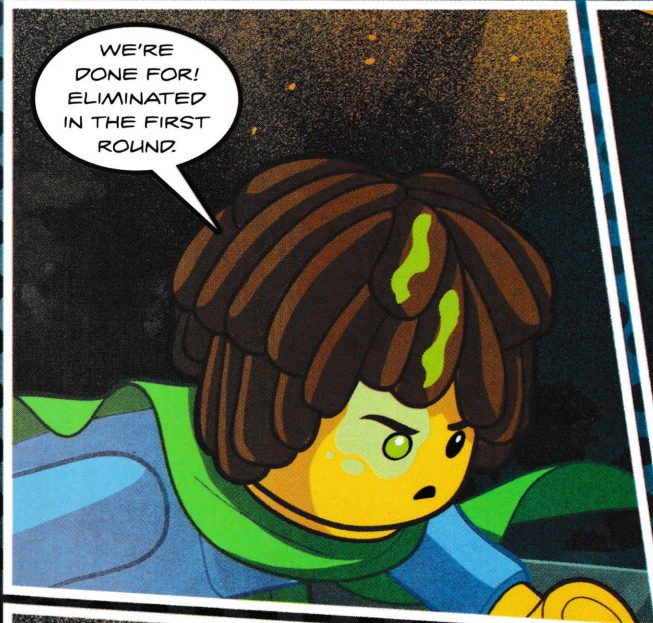
DREAM CRAFT

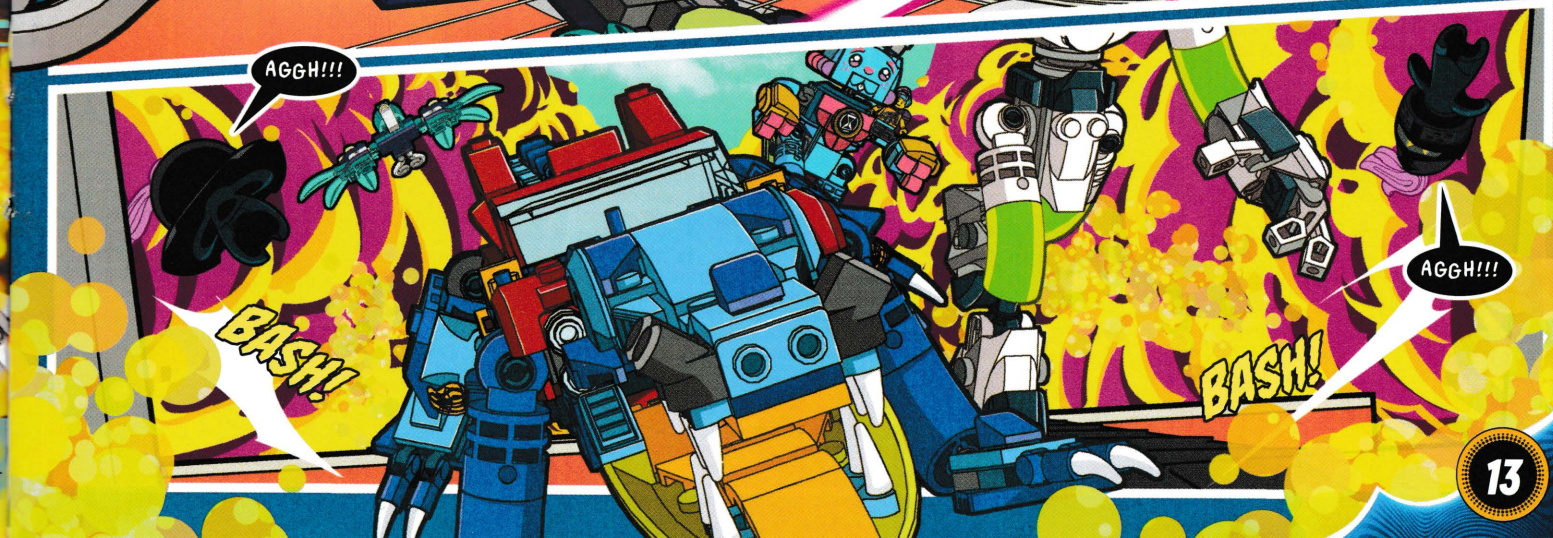
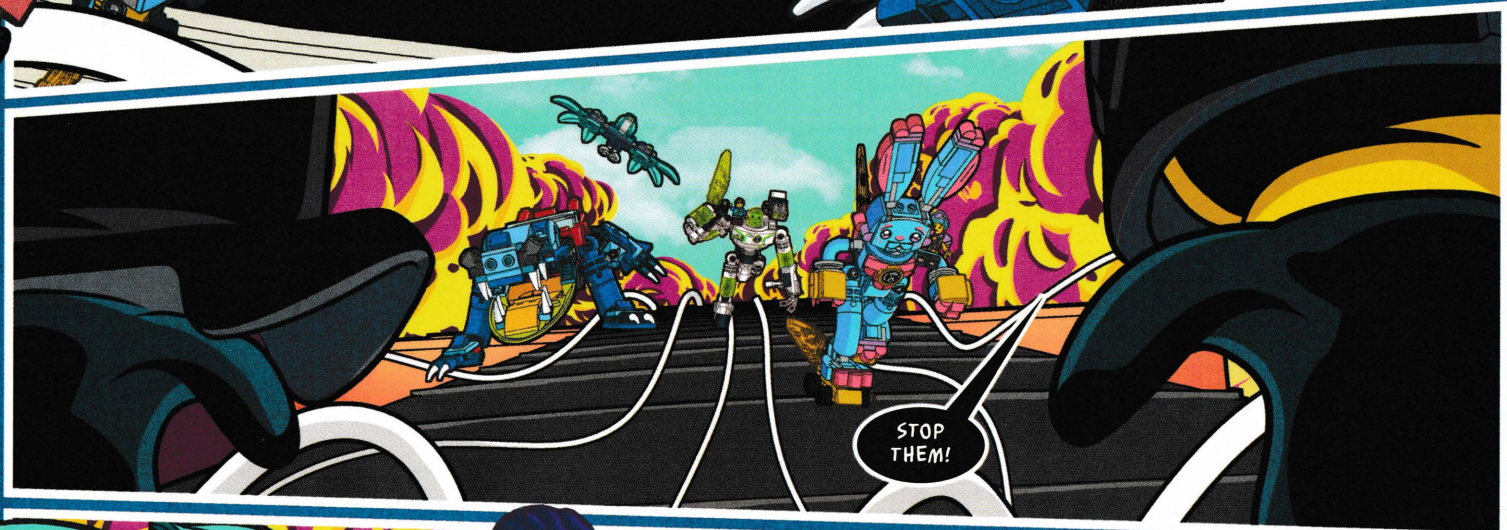
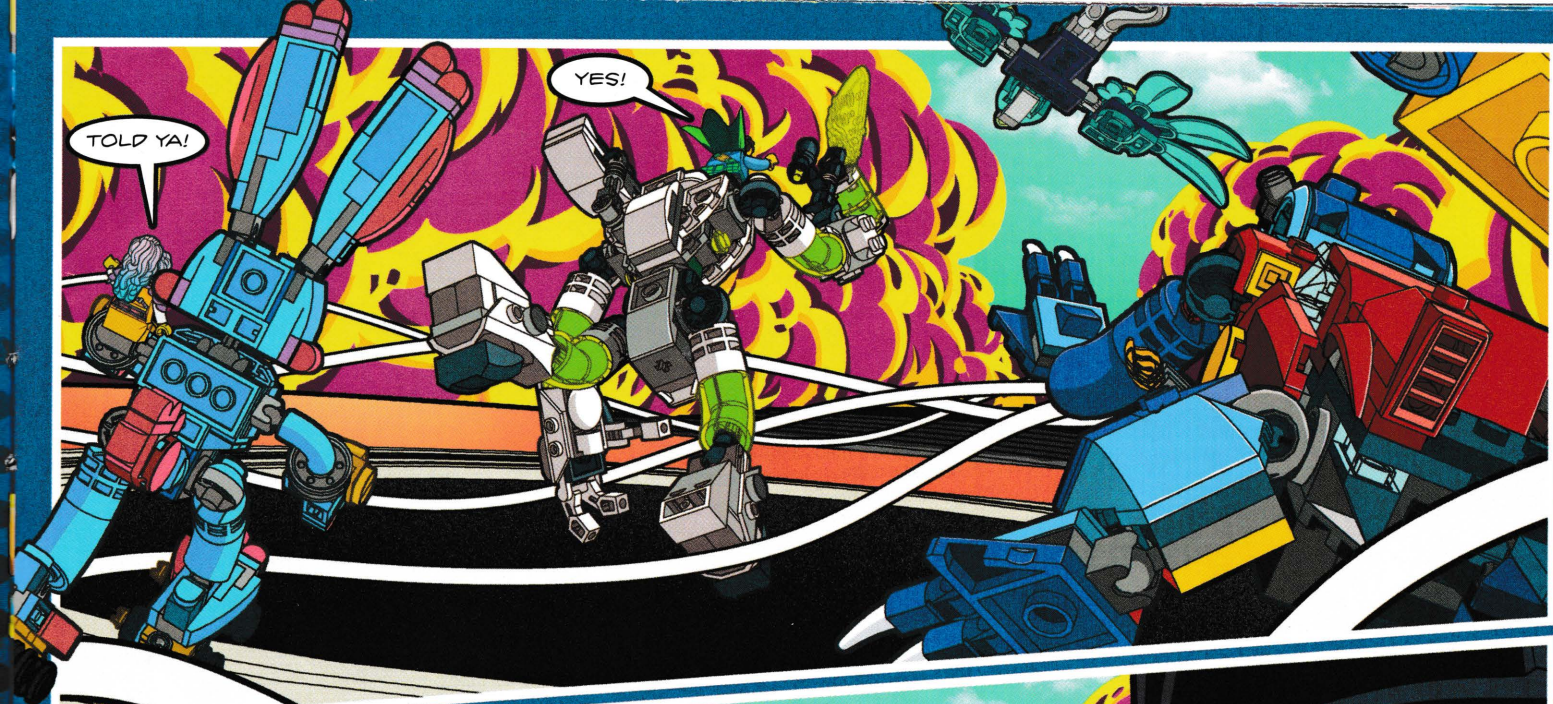
Like your creature?
Get your LEGO®
bricks and build it.

COMIC
PART 2











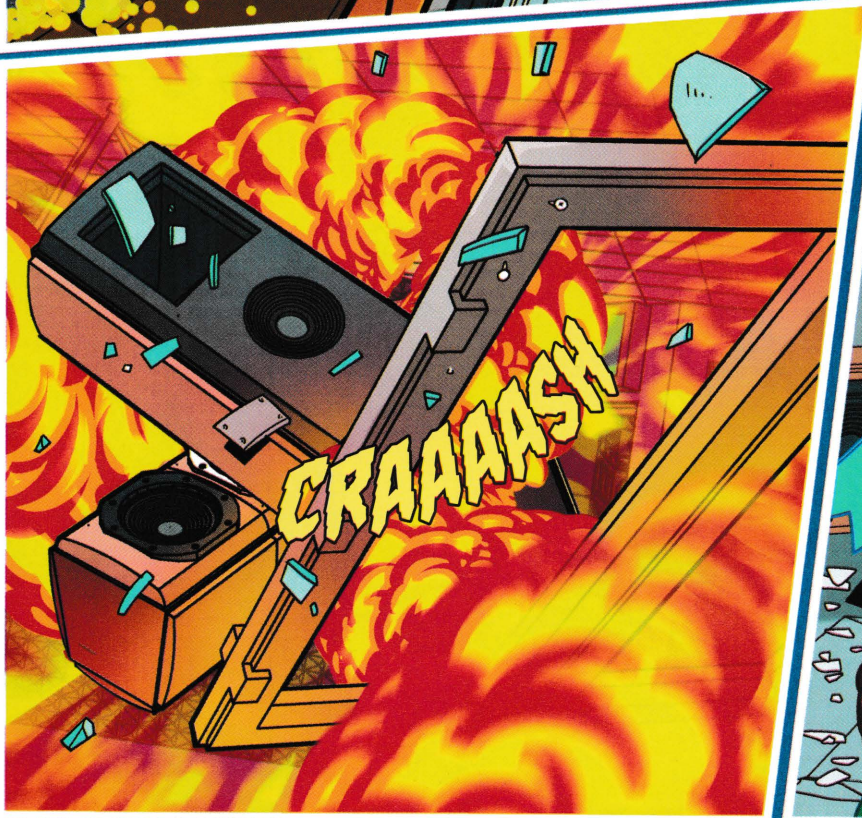


HAHAHA.
WHAT IS THAT
GOING TO DO?

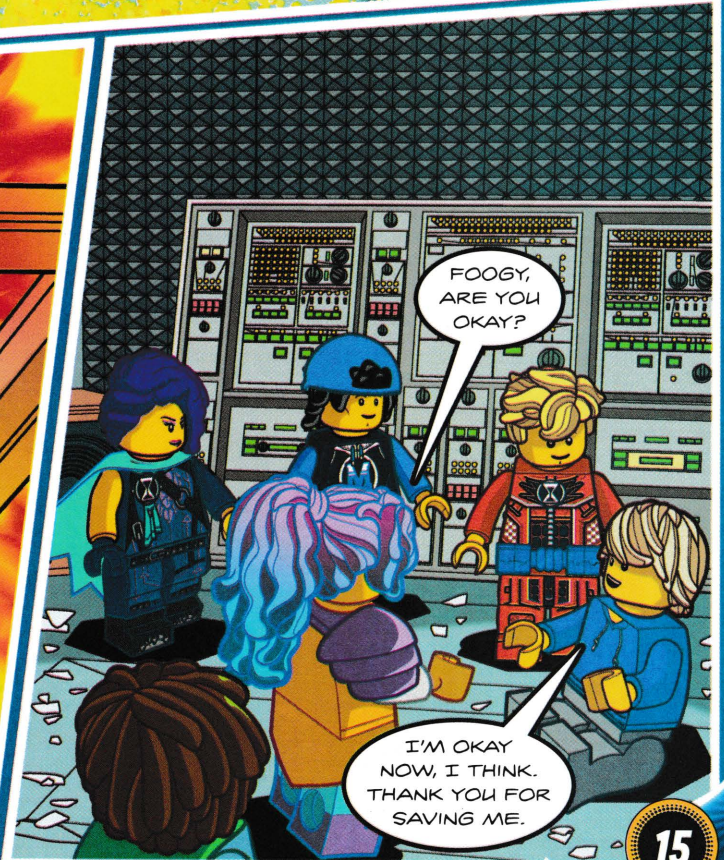


THWIP

NO!



CRAAAASH



FOOGY,
ARE YOU
OKAY?

I'M OKAY
NOW, I THINK.
THANK YOU FOR
SAVING ME.

THE NEXT DAY IN THE
WAKING WORLD.

ROCK ON!

GOOD TO
HAVE YOU BACK,
FOOGY!

NIGHTMARE

PUZZLE

PUZZLE!

The **Night Hunter** is angry because he couldn't catch the dream chasers. In his rage he tore **10 pieces** out of their picture. Help our heroes by writing the **number** of each missing piece into the **correct hole**!

IN THE
NAME OF THE
NIGHTMARE KING,
I WILL FIND
YOU!



MISSION:

Some **Night Terrors** are lurking on this page. **How many are there?** Find them all and enter the **total** here:



21

HERE COME MATEO &

GET TO KNOW MATEO!

Mateo loves to spend all his time **drawing comics**. Sometimes it even gets him in trouble at school. His **greatest creation** is his pal **Z-Blob** – a drawing who came to life. The two of them become **Super Heroes** in the Dream World. With their pencils, their imagination and their friends, they **defend** the **Dream World** by battling the nightmares. (Find out more on page 29.)

LET'S GO,
Z-BLOB.
ROBO-MODE
ACTIVATED!

SUPER!

DREAM CRAFT

Grab your **LEGO®** bricks and make your very own **dream pal**. Then use some **crayons** or **pens** to colour in Mateo and Z-Blob.

Z-BLOB!

**FIND OUT
ABOUT THE
COOLEST DUO
IN THE DREAM WORLD!**

NEXT STOP, THE
REALM OF ENDLESS
SUMMER HOLIDAYS!

GRIN!

YOU CAN COUNT ON Z-BLOB!

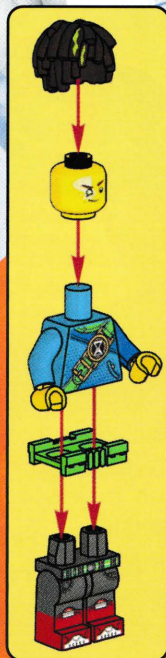
Thanks to the power of Mateo's creativity, Z-Blob can **transform into anything** imaginable. In the blink of an eye, he changes from a little green blob into a **cool drone** or even a mighty **mech**! This ability **comes in handy** for Mateo and his sidekick on their adventures in the Dream World.

FACT!

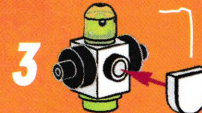
Z-Blob is the only dream creature who can move between the Dream World and the Waking World.

ASSEMBLY:

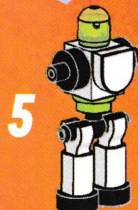
MATEO



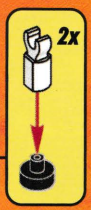
1



3



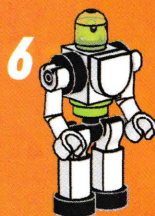
5



2x



4



6

Z-BLOB

ACTION

VILLAINS fear the CROCODILE CAR!

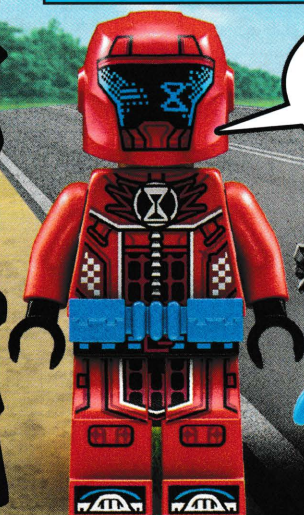
Cooper and Logan want to give their red off-roader a spin. But evil lurks at the race course Dream Realm!

1 A DREAM CAR!

Cooper has DreamCrafted a super-fast off-roader in his favourite colour red. Logan can hardly wait for the two of them to give it a test drive.

FACT

The crocodile off-roader is built for speed!



HEY, LOGAN! WHAT DO YOU THINK OF MY COOL RACING MACHINE?



NOT BAD, COOPER! HOW 'BOUT WE TRY IT OUT?



2 OH NO - NIGHTMARES!

The Night Hunter and his loyal GrimSpawn are speeding through the race course Dream Realm on their motorbikes. They are looking for dreaming children and - oh no - they've got one! Quick, Logan and Cooper - do something!

HELP! TAKE ME BACK TO THE 'NO MORE HOMEWORK' REALM!

HAR HAR HAR! ANOTHER DREAMER FOR OUR NIGHTMARE KING!

HEHEHE! WELL DONE!

DID YOU HEAR? WE HAVE TO RESCUE THAT DREAMER - WITH DREAMCRAFT!

FACT

Look out for the razorsharp teeth below the handlebars. They bite!

3

OPEN WIDE, CROCODILE!

Cooper has used his DreamCrafting skills to cross his speedster with a hungry **crocodile**. It's the **perfect way to scare off villains!** The crocodile's loud roar knocks them from their motorbikes and sets the dreamer free!

NOW
THAT'S A
HEALTHY PAIR
OF LUNGS!

WAY TO
DREAMCRAFT,
COOP!

ROARR!

I'M
OUTTA
HERE!

UAAAAH!

FACT

Cooper's Croc Car never gets stuck in traffic!

FACT

This car helps rid the Dream World of villains!

4

SWEPT AWAY!

Snowplough mode activated. With the help of the heavy duty **turbines** at the rear and the toothed **plough** on the crocodile car's motor, Cooper rescues the dreaming child and sends the villains back where they came from!

BACK TO THE GRIM REALM!

A DREAM
COME TRUE!

NOW
WE'LL PLOUGH
YOU AWAY!

DREAM CRAFT

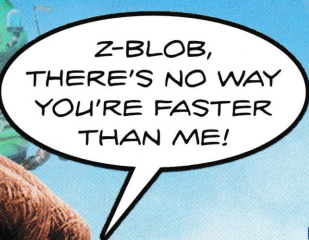
Use your LEGO® bricks to create your own anti-villain machine.

GAME

GAME
FOR 2!

Mateo and Z-Blob want to see who can reach the candy island **faster**. Find a friend to compete against in this game for two and see who grabs all the **goodies** first!

Z-BLOB,
THERE'S NO WAY
YOU'RE FASTER
THAN ME!



THIS DOOR TAKES YOU TO
THE NEAREST DREAM REALM OF
YOUR OPPONENT.

THIS DOOR TAKES
YOU BACK TO THE
START.

FINISH

THIS DOOR TAKES YOU
TO THE NEAREST DREAM
REALM.

START
MATEO

THE REALM!

YOU NEED:

- One dice
- One LEGO® Minifigure per player
- A friend

HOW TO PLAY:

Decide which player is Mateo and which of you is Z-Blob. The younger player starts.

1. **Take turns rolling the die** and moving the corresponding number of spaces.
2. **The Dream Realm doors** transport you to other places on the board.
3. You must **roll the exact number** to reach the finish. If the number you roll is too high, you must stay where you are and wait for your next turn.
4. The first player to reach the **finish** wins.

THIS DOOR TAKES YOU TO THE NEAREST DREAM REALM.

FACT

The Dream World is made up of various island-like Dream Realms. Dreamers create these realms in their imagination – but they don't know they are dreaming. Unless of course they are Dream Chasers...



THIS DOOR TAKES YOU TO THE NEAREST DREAM REALM OF YOUR OPPONENT.

THIS DOOR TAKES YOU BACK TO THE START.

START
Z-BLOB

GRRRRR!

THE CANDY REALM

The Candy Realm is where dreamers have fantastical food-related dreams. Anything delicious you can dream up can be found here.



FLIGHT TO SAVE COOPER!



COOPER!

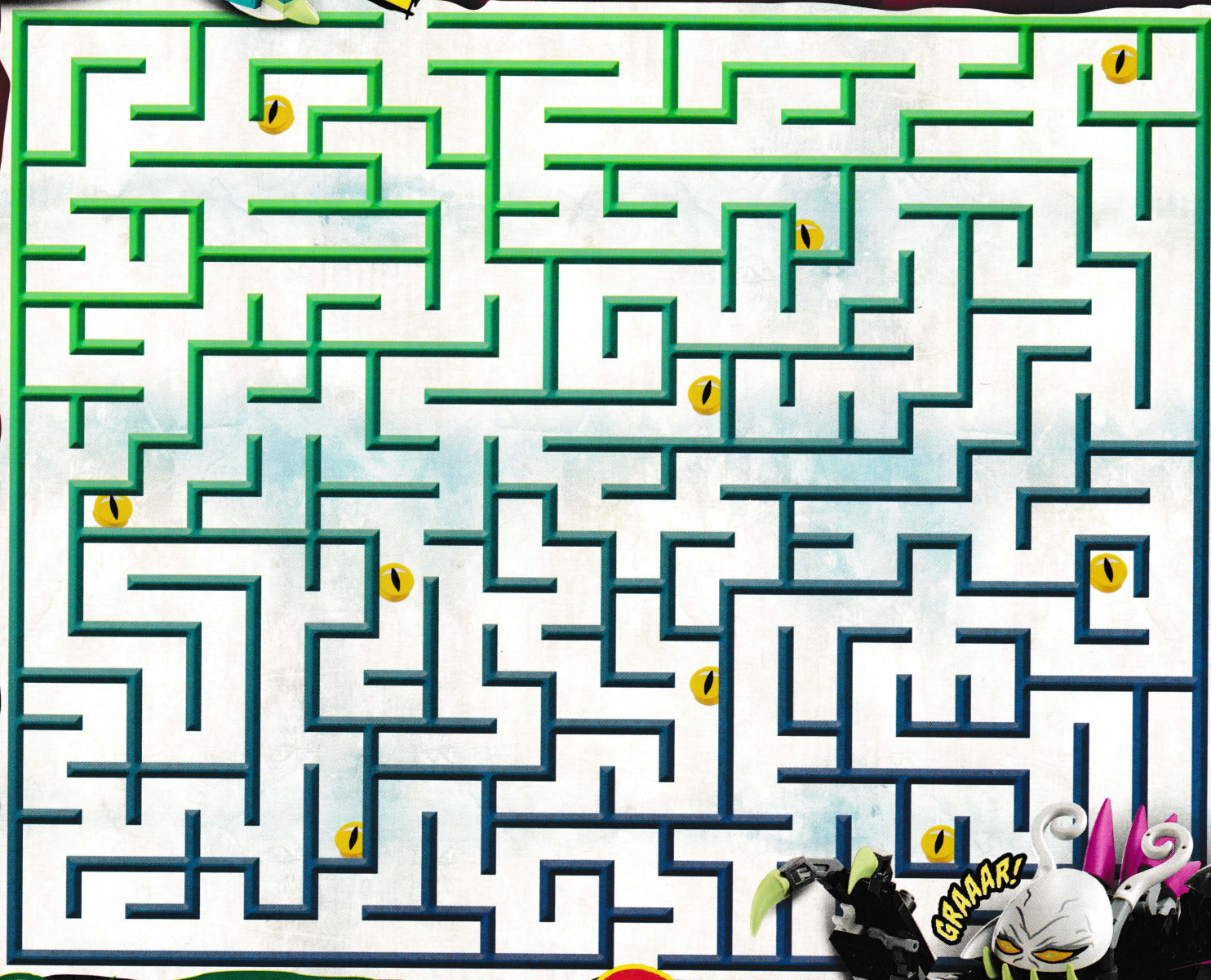
DID YOU KNOW?

Zoey has a **strong connection** to her Dream World companion Zian, who is a **genuine dream creature**.



START

Oh no! **Cooper** has been caught by a **GrimKeeper** and taken to the Grim Realm. Without wasting any time, **Zoey** summons an **imaginary creature** for help and races off to save Cooper, but the Grim Realm is tricky! Take a pencil and trace the **path** from start to finish. But **be careful** – the villains are watching. So avoid the **eyes**!



BONUS TASK:

How many **eyes** are watching inside the labyrinth? Count them and enter the **total** here:



FINISH

HELP!



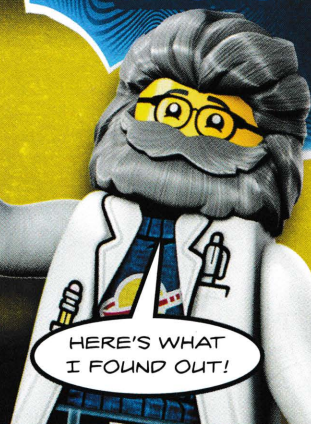
PSSTT!
DON'T TELL ANYONE!

FACTS

THE SECRETS OF THE NIGHT BUREAU!

FILE NO. 1

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.



HERE'S WHAT I FOUND OUT!

► HIS HEADQUARTERS!

The Nightmare King lives in the **Grim Realm** and has but one goal: To turn every **Dream Realm** into a **nightmare**! This file contains everything you should know about his **plans**, his **henchmen** and the best ways of **stopping** him. But make no mistake: This creepy tyrant has his eyes everywhere and never gives up!



THE NIGHTMARE KING HIDES INSIDE THIS **DARK FORTRESS**.



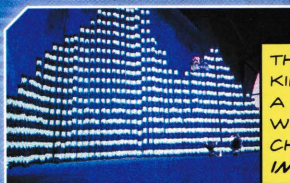
FROM HIS **THRONE**, HE HATCHES OUT PLANS AND COMMANDS HIS HENCHMEN.

► HIS EVIL PLAN!

To achieve his goal of conquering the Dream World, the Nightmare King captures **dreaming children** and siphons off their **creative energy**. He stores that energy inside **battery-like vessels**. The more energy he collects, the more powerful he becomes. That's why he is always on the lookout for **sleeping children**.



THE **CREATIVE ENERGY** IS STORED IN THESE **VESSELS**.



THE NIGHTMARE KING HAS FILLED A **WAREHOUSE** WITH THE CHILDREN'S **IMAGINATION**.

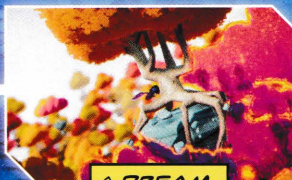


SWEET DREAMS, MY DEAR!

HAHAHAHAHA!

► HIS GRIM GOAL!

With sufficient **energy** and his army of **GrimSpawn**, the Nightmare King conquers Dream Realms one by one and turns them into **creepy mirror images** from the Grim Realm. GrimSpawn may be small, but they come in bunches and are not easy to get rid of.



A **DREAM WORLD** UNTIL ...



... **GRIMSPAWN** GOT THEIR HANDS ON IT.

THE NIGHTMARE KING

► HIS CREEPY COMPANIONS!

Dream Chasers aren't the only ones who can DreamCraft – the Nightmare King also has the ability to create whatever he wants. His **SharkyJaw Airship** and his **Pegasus** allow him to move around the Dream World quickly and freely.



HE USES HIS **SPEAR** TO KEEP AN EYE ON OUR HEROES.



LET'S GO!



► HIS HORRIBLE HENCHMEN!

The Nightmare King has other helpers besides the GrimSpawn. The **Night Hunter** is his right-hand man – a skilled archer with the crossbow, and commander of the GrimSpawn. The most hideous of these are the **GrimKeepers**. These walking prison monsters have but one thing in mind: to capture dreaming children. Then there are **Snivel**, **Sneak** and **Susan** – a trio of **GrimSpawn** who skulk, spy and snoop around everywhere.

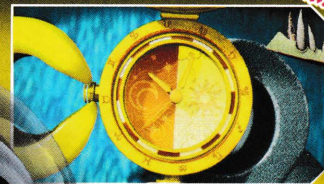
NOBODY TRACKS DOWN DREAMERS BETTER THAN THE NIGHT HUNTER!



WE CAN STOP THEM!

Dream Chasers are strong, too. Our **hourglasses** are our most important tool! They give us the ability to **DreamCraft**, which means we can create things from our imagination – from an awesome Crocodile Car to a super-mega laser cannon!

MY FRIEND MR OSWALD ALWAYS FINDS A WAY.



A DREAMCRAFTER'S HOURGLASS IS A NIGHT BUREAU-DEVICE THAT HELPS THEM FOCUS THEIR CREATIVITY AND CONCENTRATION, MAKING THEIR CRAFTING MORE POWERFUL.



ATTENTION, GRIMSPAWN!

PUZZLE

The Nightmare King wants to rearrange his GrimSpawn. Unlock your dark side and help him complete the tasks.

ALL GRIMSPAWN!



ALL TOGETHER!

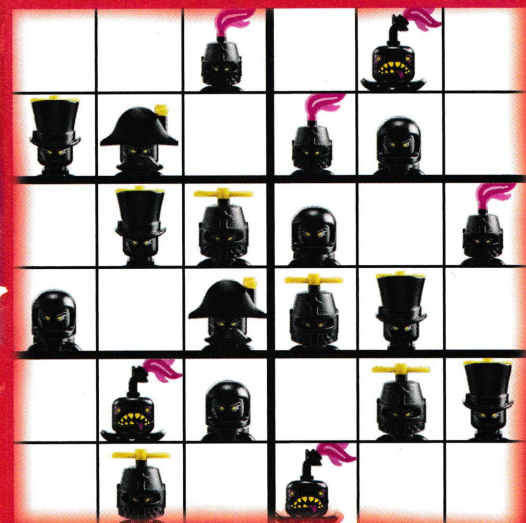
On the left, you will see all the GrimSpawn and their numbers. They must be assigned to groups. Each of the groups on the right is missing one GrimSpawn. Enter the number of the missing baddie in the correct group.



ATTENTION,
HENCHMEN. REPORT
TO YOUR GROUPS!

ALL IN A ROW!

Enter the numbers (on the upper left) of the missing GrimSpawn to complete each row. Careful: Each baddie can appear **only once** in each row.



Answer on page 34.

FRUIT CHAOS!

In the Realm of Stacked Boxes, **Logan** has to find his way through the **fruit warehouse**. Along the way, he must collect four types of fruit in the **proper order** and then start with the first fruit again – the only way to get from the **start** to the **finish**. Guide him by following the **fruit chain**.

Fruit chain:



LET'S GET STARTED! I LOVE FRUIT SALAD!



FIND AND COUNT!

How many of each fruit do you see in the grid?



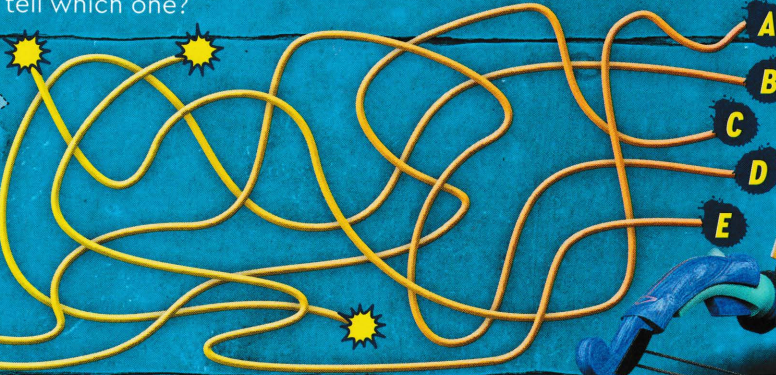






ARCHERY PRACTICE!

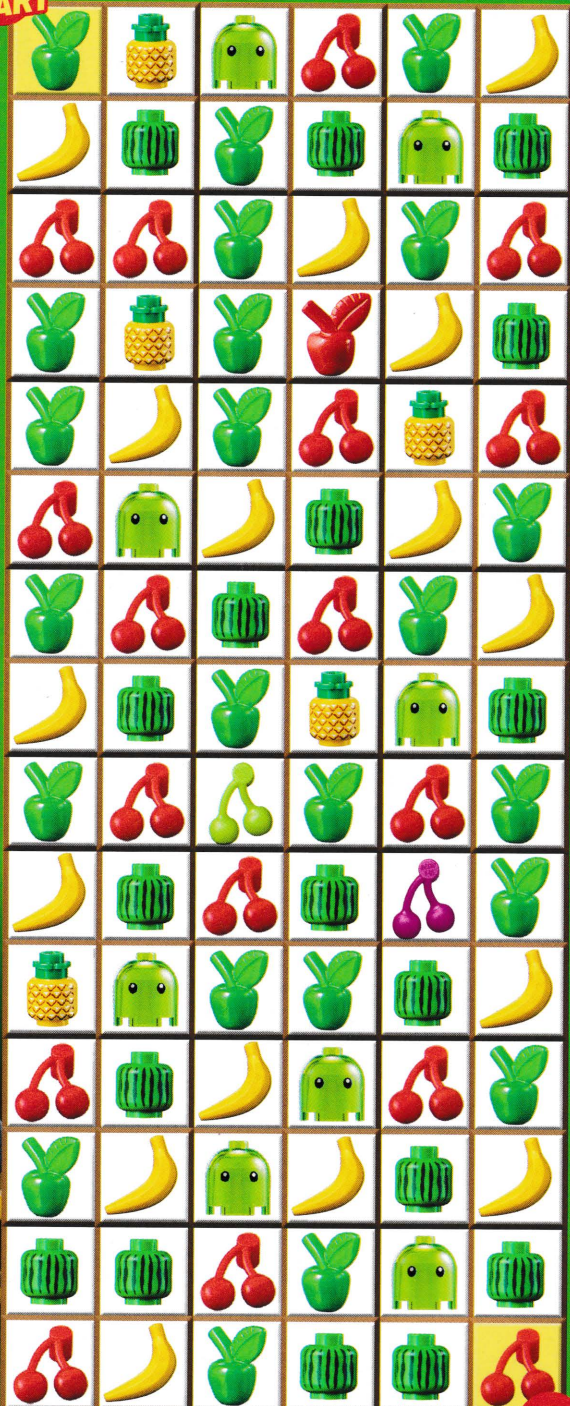
Zoey is training her bow and arrow skills. She shoots **five times** at a **red apple** but only **one arrow** hits the mark. Can you tell which one?



HEY, MY TARGET IS MISSING. DO YOU SEE A **RED APPLE** IN THE GRID? CIRCLE IT!



START



FINISH

WIN! EPIC PRIZES!

JUST TELL US WHAT YOU THINK!

We'd really like your opinion if you are aged 5-16! Fill in our questionnaire, with a parent or guardian, and send it to us for a chance to win two cool LEGO® DREAMZzz™ sets!

Closing date: 29 November 2023!

ONE
WINNER

SEND YOUR SURVEY TO:

Complete the questionnaire with a parent or guardian and send it to:

LEGO DREAMZzz survey, FREEPOST RTCB-CRRB-AESR
Vineyard House, 44 Brook Green, London W6 0BR

Ask your parents or guardian for permission to enter.



FANTASTICAL
DREAMHOUSE



CROCODILE CAR
BUILDING SET

SURVEY

Remember to read the other side before cutting this out!

1. Please rate each part of the magazine.
(Use the grading system: 1 = bad, 6 = great)

1 2 3 4 5 6

Cover

Puzzles (e.g. page 32)

Games (e.g. page 26)

Facts & info (e.g. page 29)

Comics

Posters

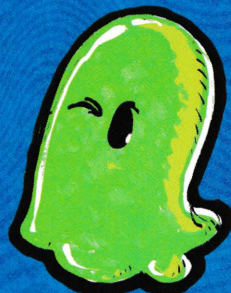
Toy: Mateo + Z-Blob

The whole magazine:

1 2 3 4 5 6

2. How did you find out about
LEGO® DREAMZzz™ Magazine?

- ☐ At the newsagent
☐ TV spot/advert
☐ From friends
☐ Received as a gift



3. Will you read the next issue?
☐ Yes ☐ No ☐ Maybe

4. Have you read the following LEGO® Magazines?

Yes, once Yes, often No, not interested Don't know it

LEGO® Avengers™

LEGO® Batman™

LEGO® City

LEGO® Jurassic World™

LEGO® Minecraft™

LEGO® NINJAGO®

LEGO® Spider-Man

LEGO® Star Wars™

5. Do you own any LEGO®
DREAMZzz™ toys?

- ☐ Yes ☐ No

6. How important to you is information about
new LEGO® DREAMZzz™ products?
(1 = not important, 5 = very important)

1 2 3 4 5

7. Have you ever watched the
LEGO® DREAMZzz™ TV series?

- ☐ Yes ☐ No ☐ Don't know it

8. Besides yourself, how many people will read this
issue of LEGO® DREAMZzz™ Magazine? (e.g. parents,
grandparents, friends...)

Enter the total here

9. How likely are you to recommend
this LEGO® product to others?
(0 = not likely, 10 = very likely)

0 1 2 3 4 5 6 7 8 9 10



LD 01

This section is to be filled in by your parent or legal guardian.

Age of the child Boy Girl

Parent/Guardian's Email Address

PARENTAL PERMISSION

You must ask a parent or guardian for permission to take part.

☐ I agree the child under my care may send in this questionnaire and enter
the prize draw to win the LEGO® toy.

Parent/Guardian's Printed Name

Parent/Guardian's Signature

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PREVIEW

COMING SOON!

SUPER TOY:

COOL GRIPPING CLAW!

I'LL LEAVE THOSE BADDIES IN TATTERS!

SUPER STRONG DRILL!

1 HEAD - 2 FACES:



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COOPER WITH ROBOT ARMS!

WITH ACTION, PUZZLES AND FACTS!



LEGO DREAMZZZ

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MIX
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ANSWERS:

PAGE 21 NIGHTMARE PUZZLE!

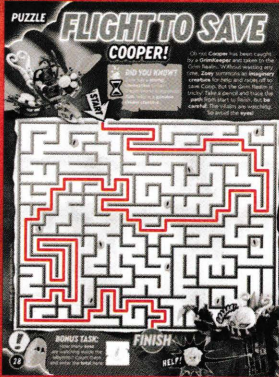
A9, B4, C3, D5, E10, F6, G2, H8, I1, J7

MISSION
5 Night Terrors (yellow circles)



PAGE 28 FLIGHT TO SAVE COOPER! (red line)

BONUS TASK
10 eyes



CHECK IT OUT!

PAGE 31 ALL TOGETHER!
A5, B2, C3, D1, E6, F4

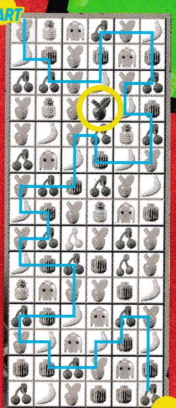
ALL IN A ROW!



PAGE 32 FRUIT CHAOS! (blue line)

FIND AND COUNT!
5 x pineapples,
8 x Z-Blob,
1 x green grapes,
1 x red grapes

ARCHERY PRACTICE!
Arrow D,
red apple
(yellow circle)



LEGO® DREAMZZZ™ DOOR HANGERS!

CUT OUT THE DOOR HANGERS ALONG THE DOTTED LINES, THEN HANG THEM ON THE HANDLE OF YOUR DOOR TO SHOW YOUR HERO STATUS.

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COOL DOOR HANGERS!

CUT OUT THE DOOR HANGERS ALONG THE DOTTED LINES, THEN HANG THEM ON THE HANDLE OF YOUR DOOR TO SHOW YOUR HERO STATUS.

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**KEEP
OUT!**

NIGHTMARES ON THE LOOSE!

**COME IN
AND DO IT LIKE
Z-BLOB**